AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1.   (Currently amended) A method of streaming media data ~~by~~ comprising:

transmitting a plurality of encoded data packets over a network from a source

server to a client device wherein the client device ~~includes~~ comprises a

decoder for decoding the encoded packets, wherein the client device

further ~~includes~~ comprises a pre-decoder buffer having a variable initial

buffering time and a variable buffer size~~,~~;

~~the pre-decoder buffer for~~ receiving the ~~transmitted~~ data packets ~~from~~ transmitted

by the source server at the pre-decoder buffer of the client device prior to

decoding in the decoder of the client device~~;~~ and

~~wherein~~ dynamically adapting the variable initial buffering time and the variable

buffer size of the pre-decoder buffer ~~are dynamically adapted~~ for

~~improved~~ improving playback performance ~~by~~ of the client device.

2.   (Currently amended) ~~A~~ The method ~~according to~~ of claim 1, wherein the

client device submits a request to the source server to set ~~either one or both~~ at least one of

the variable initial buffering time and ~~pre-decoder~~ the variable buffer size of the pre-

decoder buffer.

3.   (Currently amended) A̶ The method ~~according to~~ of claim 1, wherein ~~a~~ default <u>values for the variable</u> initial buffering time and ~~a default~~ <u>the variable</u> buffer size are defined for the pre-decoder buffer.

4.   (Currently amended) A̶ The method ~~according to~~ of claim 3, wherein the client device signals ~~either one or both~~ <u>at least one</u> of the default <u>values for the variable</u> initial buffering time ~~or~~ <u>and</u> the ~~default~~ <u>variable</u> buffer size for the pre-decoder buffer to the source server.

5.   (Currently amended) A̶ The method ~~according to~~ of claim 1, wherein the variable initial buffering time of the pre-decoder buffer is ~~adjusted~~ <u>dynamically adapted</u> by the client device responsive to an indication of a required pre-decoder initial buffering time received from the source server.

6.   (Currently amended) A̶ The method ~~according to~~ of claim 1, wherein the variable buffer size of the pre-decoder buffer is ~~adjusted~~ <u>dynamically adapted</u> by the client device responsive to an indication of a required pre-decoder buffer size received from the source server.

7.   (Currently amended) A̶ The method ~~according to~~ of claim 1, wherein a plurality of copies of ~~said~~ <u>the</u> media data are available to ~~said~~ <u>the</u> source server, each of

said the plurality of copies of the media data being characterized by at least one

parameter indicative of a required property of the pre-decoder buffer in the client device.

8.   (Currently amended) A The method according to of claim 1 7, wherein

said the at least one parameter indicative of a required property of the pre-decoder buffer

is transmitted from said the source server to said the client device.

9.   (Currently amended) A The method according to of claim 8, wherein said

the at least one parameter indicative of a required property of the pre-decoder buffer is

transmitted from said the source server to said the client device during establishment of a

streaming data connection between said the source server and said the client device for

streamed download of said the media data.

10.   (Currently amended) A The method according to of claim 8, wherein said

the at least one parameter indicative of a required property of the pre-decoder buffer is

selected from a group including: a required pre-decoder initial buffering time, a required

pre-decoder buffer size, or a combination of both a required pre-decoder initial buffering

time and a required pre-decoder buffer-size.

11.   (Currently amended) A The method according to of claim 1, wherein the

dynamic adaptation is an adaptation performed by the client device responsive to a signal

received from the source server.

12.   (Currently amended) A The method according to of claim 1, wherein a buffering algorithm is used in said the source server to control the transmission of said the data packets.

13.   (Currently amended) A The method according to of claim 12, wherein said the buffering algorithm causes the source server to adjust the transmission times of data packets from the source server to the client device.

14.   (Currently amended) A The method according to of claim 12, wherein said the buffering algorithm verifies that the transmission of said the data packets from the source server is in accordance with the variable initial buffering time and variable buffer size of the pre-decoder buffer in said the client device.

15.   (Currently amended) A The method according to of claim 1, wherein a post-decoder buffer is implemented in the client device to reduce decoding-related delay variations.

16.   (Cancelled)

17.   (Currently amended) A The method according to of claim 1, wherein the media data is transmitted to a wireless client device and said the network includes comprises a wireless network, said the wireless network being selected from a group

comprising: a GPRS (General Packet Radio Service) wireless network and a UMTS (Universal Mobile Telecommunications System).

18.   (Currently amended) A system for streaming media data by transmitting a plurality of data packets containing the media data, the system includes comprising:

a source server hosting said the media data;

a network serving as a transmission medium for said the data packets containing the media data; and

a client device capable of playing back said the media data recovered from the data packets wherein said the client device includes comprises:

a pre-decoder buffer for receiving said the transmitted data packets from said the source server via said the network, said the pre-decoder buffer having a variable initial buffering time and a variable buffer size;

a decoder coupled to the pre-decoder buffer for decoding the data packets from received by the pre-decoder buffer; and

means for dynamically adapting the variable initial buffering time and the variable buffer size of the pre-decoder buffer, for improved wherein the dynamic adaptation of the variable initial buffering time and the variable buffer size improves playback performance by of the client device.

19.   (Currently amended) A The system according to of claim 18, wherein the network includes comprises a wireless network selected from a group comprising: a GPRS (General Packet Radio Service) wireless network and a UMTS (Universal Mobile Telecommunications System).

20.   (Currently amended) A The system according to of claim 19, wherein the client device is a wireless terminal compatible for data packet use by said the wireless system.

21.   (Currently amended) A The system according to of claim 18, wherein a buffering algorithm is implemented in the source server for ensuring that the data packets are transmitted at a rate that complies with the buffering capabilities of the client device.

22.   (Currently amended) A client device for receiving a plurality of data packets transmitted over a network from a source server, the data packets containing media data, wherein it includes the client device comprises:

a pre-decoder buffer for receiving said the transmitted data packets from said the
source server via the network, said the pre-decoder buffer having a variable initial buffering time and a variable buffer size;

a decoder for decoding the data packets from the pre-decoder buffer; and

means for dynamically adapting the variable initial buffering time and the variable buffer size of the pre-decoder buffer for improved playback performance by the client device.

23. (Currently amended) ~~A~~ <u>The</u> client device ~~according to~~ <u>of</u> claim 22, wherein ~~it~~ <u>the client device</u> is selected from a group ~~including~~ <u>comprising</u>: a wireless terminal, a desktop computer, <u>and</u> a laptop computer.